SNS-ASRE-USA

INSTRUCTION BOOKLET

ubi SOFT

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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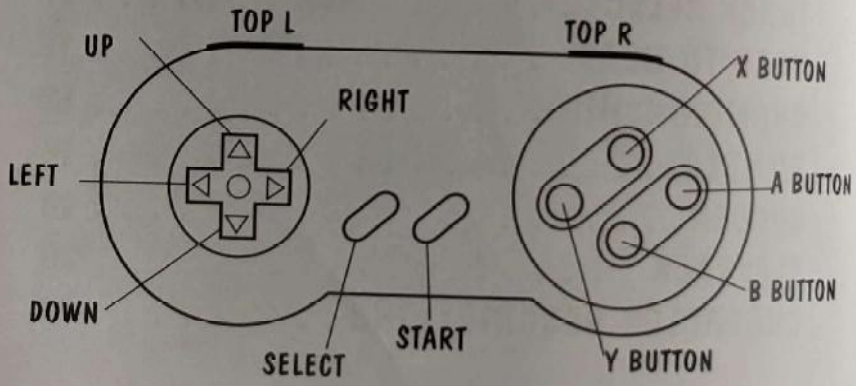
INTRODUCTION

It's fast, it's frantic, it's furious and it's fun! It's Street Racer™, the only 4-player racing game that combines the best of both racing and fighting! Street Racer gives you a thrill a minute! So put the pedal to the metal, give it all you've got and hold on!

CONTROLLER OPERATIONS



DOWN - Brake, Reverse
UP - Jump
L/R - Steering
X BUTTON - Front Attack
A BUTTON - Side Attack
Y BUTTON - Turbo (Kick the ball in Soccer)

B BUTTON - Accelerate
TOP L - Punch Left
TOP R - Punch Right
START - Pause
SELECT - Exit Game

DRIVER SELECT:

L/R - Cycle Through Drivers
UP/DOWN - Toggles Car/driver and Characteristics in 3-4 player mode
START - Select Driver

TRACK SELECT:

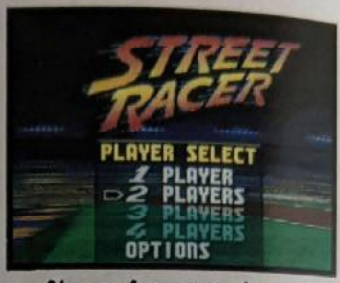
L/R - Change View of Track
UP/DOWN - Change Track
TOP L - Raise Camera View of the Track
TOP R - Lower Camera View of Track
CONTROL PAD + Y BUTTON - Scroll around track
B BUTTON - Make Selection
START - Selects Track

PLAYBACK

UP/DOWN - Change Car
L/R- Rotate Camera (all views available)
START - Pause Playback, hit again to restart
SELECT - Exit Playback

HOW TO START

Insert your Street Racer™ cartridge in your Super NES console and turn it on. The Player Select Screen appears allowing you to choose 1 to 4 players or set up your Options. Players 3 and 4 will only appear if 4-player adapter is connected.



Choose from 1-4 players.

OPTIONS MENU

Activate or deactivate the following to change the difficulty level of the game. For instance if you are playing against players with less skill, you can turn on all of their options and turn off yours in order to make it more fair to your opponents.

Many options to choose from.

- **WEAPONS** - Front and side attack weapons are affected
- **FIGHTING** - Punch Attacks are affected
- **DAMAGES** - Damage sustained from other players is affected
- **COLLISIONS** - Damage sustained from running into barriers or other players is affected

Set the following:

- Laps per race: 1-30
- Difficulty level: Easy, Medium, Hard, Crazy
- Number of Cars in Practice Mode: 1-8
- Sound Mode: Stereo or Mono
- Volume: 0 to 15
- Music Test: Hear Tunes from the Different Tracks
- Sound Test: Hear all 99 sound effects

SOCCER OPTIONS

- Goals Match: Match ends when set number of goals have been made by one player. Range is from 1-14 goals
- Time Match - Match will end when the time runs out. 1 to 29 minutes

- Custom Cup Select - Choose from 1-24 tracks to customize your own race. Track numbers and names appear on the top of the screen. Use the Control Pad to scroll up and down the list. To choose a track press the B Button. The track selected will appear under the track order. Continue to select all of your tracks until all 24 have been determined.

Customize your race.

To exit the OPTIONS menu, go to LEAVE OPTIONS and press the B Button.

CHOOSING PLAYERS

You can play Street Racer with 1, 2, 3 or 4 people simultaneously. A 4-player adapter must be used if 3 or more players are selected.

Choose your character (4-player mode shown)

Plug the 4-player adapter into the second port of your Super NES. Plug the controllers of players 2-4 into the adapter.

Strengths and weaknesses shown on each character.

- 1 or 2 PLAYERS - All 8 cars compete. Cars not chosen by player(s) are controlled by the computer.

- 3 PLAYERS - Only 4 cars compete, three controlled by players, one by computer.

- 4 PLAYERS - 4 cars compete, all controlled by players.

To exit, press the START Button.

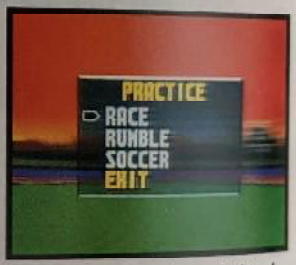
GAME SELECT

After determining your options and selecting the number of players, now you're ready to choose the type of game mode you want to play.

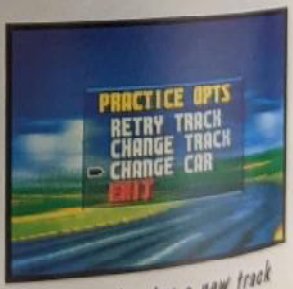
Choose your game mode.

PRACTICE

Here's where you get your feet wet! Use this mode to get used to all of the tracks and determine the strengths and weaknesses of the characters. Not only can you practice on the tracks, but on the soccer field or rumble arena as well. Practice against the computer or any other human player. Determine number of players to practice against in the



Gear up for the real thing!



Race again, try a new track or even a new car.

Options Menu. At the end of each race you can choose to retry the same track, change the track or change your car.

TRACK SELECT

Choose the track you want to practice on by scrolling through the various tracks. Press B to view a particular track and START to select one. You can also zoom in and out of the track view by using the L/R buttons.

Choose your track.

HEAD TO HEAD

This is a challenge between two-players. Players choose the track to race on. Points are awarded for each race and the player with the highest number of points wins. The players decide how many races to compete in. To quit, choose END.

CHAMPIONSHIP

One player race.

Here's where the real race begins! It's a test of skill, wit and determination! Driving skills are important, but so are your fighting skills and your strategy!

Two player race.

You race on all 24 tracks. Results are indicated at the end of each race. Finishing times, bonus points for fastest lap, lapping other cars, number of stars

Finishing times for each character.

Points awarded, plus bonus for fast lap.

accumulated, punches executed and a perfect bonus (finishing a race without sustaining any damage), as well as total points awarded are shown. In order to qualify for a race, you must place at least 4th. If you don't place 1-4, a screen will come up and ask you if you want to retry the track. If you do, you have 3 tries to qualify.

Total points accumulated.

You have 3 tries to qualify.

In the CUP SELECT menu, you can choose the level of difficulty for the entire season of races: Bronze - Easiest. Six tracks, all unique. Silver - Medium. 10 tracks, 6 unique. Gold - Hard. 14 tracks, 8 unique, plus 4 hidden tracks which can be accessed, only if the Bronze and the Silver Cups have been won. Custom - You can mix up the tracks and have different levels of difficulty (select tracks in Option menu). At the end of each cup the top three finishers appear on a championship screen.

Choose your race.

Only the top 3 winners appear here.

CONTINUE: Go on to the next track.
PLAYBACK: See an instant replay of the last race you ran or match you played.
EXIT: Quit the game.

Continue, review your times or view your race.

TURBOS (the blue squares) are picked up from the track, maximum number you can have is the number of laps per race (set in the Options Menu). Turbo is activated by pressing the Y Button.

Pick up turbos and stars for bonuses.

Number of turbos you have is indicated in the top right hand portion of the screen.

STARS (yellow squares with a red star) - Accumulate as many of these as you can in order to gain bonus points.

MINES (starburst squares of green, yellow and orange) - Run over these and you'll be blown sky high. Make sure you find a repair kit if you run over very many of them, or you'll be eliminated from the race!

Stay away from these mines!

REPAIR KITS (yellow squares with a picture of a wrench) - Every time you sustain damage it affects the way your car works (acceleration, handling, speed). When the energy bar goes down try to find these on the track. Running over these will repair any damage done to your car.

Repair your car with the yellow wrench squares.

RUMBLE

This is an all out free for all! The last one standing is the winner.

One player rumble mode.

Eliminate your opponents by crashing into them and knocking them out of the arena.

Two player rumble mode.

When one or two players are competing there are a total of 8 cars on the rumble field. When there are 3 or 4 players, there are only a total of 4 players competing.

There are 3 levels of play:

EASY - Arena has a solid barrier all the way around it. The barrier must be hit several times before a hole is made.

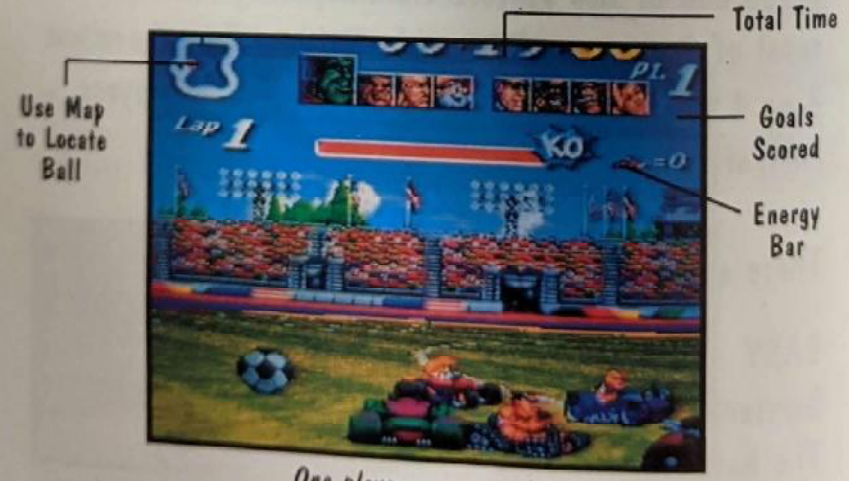
Choose your difficulty level.

MEDIUM - The barrier has a few gaps, plus you can make new gaps by crashing into the barrier.

HARD - No barrier, players can be eliminated more easily.

SOCCER

Soccer like you've never played before! Use your car to speed around the pitch, grab hold of the ball and try to score! But watch out for the automatic goal keeper! He may not look like much, but he's good!



One player soccer mode.

Soccer can only be played with 1 or 2 players, but the field consists of 8 cars. Choose from 3 different pitches:

- INDOOR (wooden floor) - This pitch is more slippery than the outdoor pitch.
- OUTDOOR (grass) - Regular playing field.
- ICE - The ball bounces higher on this pitch.

Two player soccer mode.

See the Options menu to determine length of game. Either by set time or number of goals. Use the Y Button to kick the ball. To shoot, hold down and release the Y Button. The longer you hold it down, the stronger the shot is. If you press UP on the Control Pad at the same time, upon releasing the Y Button you get more height. If you press the Top L or R, upon releasing the Y Button you can curve the ball.

After each Soccer Match a results screen appears indicating the following for each character:

SOCCER LEAGUE TABLE
POS DRIVER P W L D F PTS
1 HODJA 1 1 0 0 3 2
2 SUZULU 1 1 0 0 3 2
3 SURF 1 0 1 0 2 0
4 HELMUT 1 0 1 0 0 0
5 BIFF 1 0 1 0 1 0
6 RAPHAEL 1 0 1 0 2 0
7 FRANK 1 0 1 0 0 0
8 SUMO SAN 1 1 0 0 3 2

Soccer results.

P-How many matches played.
W-How many matches your won.
L-How many matches your lost.
D-How many matches tied.
F-Total goals scored.
PTS-Total Points (2 for a Win; 1 for a Draw)

PLAYBACK

At the end of a race, soccer match or rumble, you can replay your action by using this feature. The

L\R keys of the Controller change the angle of vision (380 degrees). The Up/Down keys allow you to view the different characters. Press SELECT to stop the PLAYBACK.

Playback views.

Playback views.

Playback views.

CHARACTER DESCRIPTIONS

HODJA

A friendly, wise old magician with a devious sense of humor and a few tricks up his sleeve. Loves the thrill of racing, but shys away from violence. If provoked though he can be quite ruthless.

Hodja.

Hodja's track in Istanbul.

He once saved Sumo-San's life so over the years they have developed a strong friendship and look out for each other. Hodja's home track is downtown Istanbul which can be quite treacherous. Cobbled streets make for a bumpy ride and the curbs can destroy your suspension. It's easy to get lost in the back streets of Istanbul, but if you look hard enough you'll soon discover the shortcuts.

Hodja flying on his magic carpet.

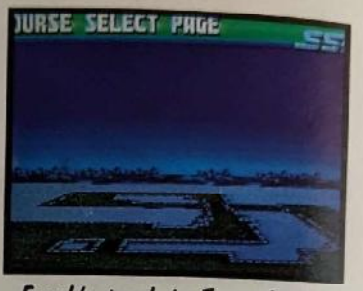
Hodja electrocuting Sumo.

COUNTRY: Turkey
AGE: As old as the hills, more than 400 years old
CAR: Magic cushion with wheels
PUNCH: Ottoman Dagger Swipe.
SIDE ATTACK: Electrocutes his opponents, causing them to slow down.
FRONT ATTACK: Magic Carpet let him to fly over his opponents and obstacles but he must still navigate the track.

FRANK

The grandson of the original Frankenstein, but in order to avoid publicity, Frank has chosen to change his name to Frank N. Stein, or just Frank. Although big and green, he has a heart of gold and can charm the evil out of spirits. He used to drive a hearse so he is a very careful driver. He is not very bright and sometimes it takes him awhile to figure out the course.

Frank.



Frank's track in Transylvania.

Frank's home track is in an overgrown graveyard in the shadows of his grandfather's mansion. A misty swamp surrounds the track which can bog down even the best of drivers.

Helmut flying on Frank's track.

Frank punches Raphael.

COUNTRY: Transylvania
AGE: At least 100 years old
CAR: A big green low slung hot rod with lots of chrome piping.
PUNCH: Big Monster Bash
SIDE ATTACK: Ghost scares away other players
FRONT ATTACK: Batwings which enable Frank to fly

SUZULU

Africa's foremost rally driver. His car can not sustain a lot of damage, but is very fast and handles well. He tries to stay away from the other drivers, but is not afraid to fight. In fact, last year he lost a tooth in a fight he had with a rhino. But he came out ahead, the rhino lost his horn, which is now mounted on the hood of his car.

Suzulu.

Suzulu's track in the Jungle.

Suzulu uses his voodoo stick and Frank takes off.

His home track is located on the wide open plains. The deep sand mixed in with the rocky terrain can be tricky, but for the light and speedy Suzulu-mobile this should pose no problem.

COUNTRY: Africa
AGE: No one knows for sure. But we carbon-dated one of his teeth and think he's about 40.
CAR: Made entirely of natural products (sticks & animal skins) and fast.
PUNCH: Voodoo Stick Poke
SIDE ATTACK: Spears come out from his tires, keeping his opponents at a distance.
FRONT ATTACK: Rhino Charge causes lots of damage

BIFF

He's big, bald and talks with a baseball bat. Biff's been bald since birth and is very sensitive about it. Be careful what you say around him or it won't be baseballs he's swinging at. Tractor pulls and motorcross are common events on Biff's home track, a real grandstand. The dirt track is wide but filled with many hazards. Although Biff isn't the best driver, his 4WD eats up the track, and he's always leaving someone in the dust.

Biff.

Biff's track at the Arena.

Biff swings his bat at Surf.

COUNTRY: USA
AGE: Would you ask a guy who's big, bald and carries a bat?
CAR: Biff drives what he believes to be the ultimate status symbol, a blue, souped up 4WD. It handles great, but Biff's driving skill is a bit rough.
PUNCH: A powerful swing from his baseball bat.
SIDE ATTACK: Tires expand forcing his opponents to the side.
FRONT ATTACK: Mighty Magnet which pulls the cars ahead of Biff backwards, allowing Biff to take the lead.

RAPHAEL

Every woman's dream and every man's nightmare. This guy has everything...looks, charm, money, women and excellent driving skills. He was born the day his father won the Monaco Grand Prix,

Raphael.

in the front seat of a Ferrari as they were returning home to Milano. He won his first race before the age of 10. He is however a bad looser, if you attack him he will seek revenge. He secretly admires Surf, but even with all of his charm, she hardly knows he's alive. Raphael's home track is smooth and fast, located on the curved roads of the Italian countryside. Watch out for chicanes, decreasing/ increasing radius curves... Getting the racing line is the secret on these tracks.

Raphael's track in the Itlian countryside.

Raphael blows his horns.

COUNTRY: Italy
AGE: 23
CAR: Latest in Italian sportscar design. It's fast off the mark, but Raphael isn't much of a mechanic so sometimes it misfires and performance slows down.
PUNCH: A quick jab.
SIDE ATTACK: Loud horns which make his opponents jump
FRONT ATTACK: Gold Gobbler Magnet that pulls the leading cars backwards and propels Raphael forward.

SURF

Surf.

Surf is good looking, intelligent and very athletic. When she is not racing she travels the world as a freelance photographer, and spends her leisure time swimming, surfing or singing in a local rock band. She takes her racing seriously and certainly knows her way around a track. Being the only woman on the Street Racer Circuit, she is determined to show her fellow competitors she is not just another pretty face. Her home track is on the beach. The sand can cause problems for the other cars, but for Surf 's beach buggy it's no problem.

Surf's track in Sydney, Australia.

Helmut skids off the track, while Surf leaps past him.

Surf uses her side attack on Biff, pushing him to the side.

COUNTRY: Australia
AGE: Never ask a woman!
CAR: VW Beetle Convertible, fast, but not too quick off the mark
PUNCH: Beach Towel Snap.
SIDE ATTACK: Expanding beach balls which force her opponents off the road.
FRONT ATTACK: Magnetic Attraction which pulls the other cars towards her, then she punches them away and speeds forward.

HELMUT Von POINTENEGGER

Helmut has had a very hard life. His father was a Baron who never had any time for him and was raised by a matronly fraulein. He was sent off to military school at the age of 10 and joined the armed forces shortly after that. The military was his life until he had an unfortunate run in with a pointed helmut in battle, lost the vision in one eye,

Helmut.

Helmut's track in an old airfield.

and was forced to retire.
Racing is his life now and he competes with a vengence. He is ruthless and shows no mercy. His only goal is to win the race at any cost. His home track is an old airfield in the Bavarian countryside. The track is smooth and provides excellent driving conditions.

Helmut uses his saw blades.

Helmut about to become airborne.

COUNTRY: Germany
AGE: Retired
CAR: Helmut drives a strange mix of Red Baron tri-plane and classic Mercedes racing car. Narrow tires make handling a little difficult but it's built like a tank and can withstand an enormous amount of damage.

PUNCH: Walking Stick Strike
IDE ATTACK: Spinning saws that come out from his tires, causing extreme damage
FRONT ATTACK: An airplane that divebombs into the other cars

SUMO-SAN

Sumo, as he is known to his friends, is a retired champion of sumo wrestling. Tired of the brute force he used in sumo wrestling he now prefers to use high tech gadgets to win. He is a strong competitor and not afraid to throw his weight around.

Sumo.

Sumo's futuristic track.

He favors the underdog and looks after Hodja, who once saved him from drowning. Sumo's home track is set in the future of Tokyo. It is very high tech and the surface is smooth metal, lined with flashing lights. The track is very curvy and challenging, only the best drivers will be able to negotiate this course effectively.

A Sumo Splash on Surf.

A Sumo Splash on Helmut.

COUNTRY: Japan
AGE: Unknown
CAR: Sumo-San's future machine is a custom designed vehicle with treads. The treads offer superb traction and handling on almost any surface.
PUNCH: Sumo Chop
SIDE ATTACK: Sumo Splash where Sumo's car jumps up and upon landing, he crashes down on his opponents and his treads expand forcing his opponents off the track.
FRONT ATTACK: Electric Shock shocks the cars next to him, causing them to slow down

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